# XIO3

**Garden City Atari Computer Enthusiasts**
*1003 Amphion St. Victoria, B.C. Canada V8S 4G2*

GCACE

May/June 1995


## May 25 Meeting!

The May meeting will feature Bob Nex demonstrating the club BBS, the Pothole. Bob will shut down the BBS for the night and bring the entire system to the meeting. He will show us how to maneuver around the Pothole and you will be able to see what is involved in setting up a Bulletin Board System.

## SIGS

There will be a Special Interest Group meeting on Friday, May 26 to show how to navigate around the Victoria Freenet. Ted Skrecky will perform the demonstration at the home of Arnold Napp. The address is 2239 Greenlands Road and will take place at 7:30 p.m. There will also be a social SIG on May 28th at the home of George Rose, #508–2850 KOA Road, running from 12 noon till 4 p.m. Come and shoot the breeze while partaking of George's hospitality.

Please call Gord at 475–0857 if you wish to attend either SIG.

## ATARI® NEWS AND RUMOURS

*by Rowland Grant*

In March, Atari Corporation issued its fourth quarter financial statement for 1994. While net sales for the holiday quarter were $14.9 million compared to $8.5 for the same period in 1993, Atari still spent $12.6 million more than it brought in. The bottom line was saved by the money from the patent litigation settlement with Sega, which netted $29.8 million. The statement for the whole year is interesting. Net sales increased from $28.8 million in 1993 to $38.4 million in 1994, not a huge difference. However, the losses dropped from $47.5 million in 1993 to $24 million in 1994. Now, if Atari can double its sales it could make a modest profit. Half of the loss in 1994 was incurred in the holiday quarter. This is due to extra advertising and the writing down of some inventory. While the holiday sales were disappointing, they still accounted for about forty percent of the total for 1994. On the release of the financial statement, Sam Tramiel said: "our expectations for the Jaguar were not met in the fourth quarter due to delayed game software, we believe we have taken corrective actions to ensure an ongoing stream of software through 1995 and beyond." Let's hope so.

When the financial statement was released, Atari stock dropped from $3.87 to $3.43. I noticed that 3DO stock also dropped a bit. However, Atari share prices continued to decline to below $3.00 while 3DO stock began to fluctuate upwards. This wasn't due to market fluctuation, someone was selling off a lot of Atari shares. That someone is Time Warner. When Warner sold Atari to the Tramiels, it kept the profitable arcade games division and received one quarter of the shares in the new Atari Corporation. Later, Time bought Warner with borrowed money. Time Warner is hobbled by this debt, and has decided to sell all its assets that do not

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## G.C.A.C.E. EXECUTIVE

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## CREDITS

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## MEMBERSHIP

Membership dues are $25 per family per year. Membership includes a subscription to this newsletter, access to over 300 8-bit public domain disks and 155 ST disks and increased time and upload/download ratio on the club BBS, Pothole. It can be reached by modem at (604) 642-6795.

## MEETINGS

Meetings will be held in the Nellie McClung branch of the Library at 3950 Cedar Hill Road (corner of McKenzie) on the fourth Thursday of each month. All meetings are at 7 pm. There is no meeting in the month of December. Copying of club ST public domain disks is done at meetings. Bring a blank, formatted disk for each PD disk you want. For 8-bit copying, please phone the club 8-bit librarian.

## EDITORIAL

Two or three issues ago I mentioned that I had sent $5 to Computer Direct for a catalogue. It was a long wait, but it finally arrived. Randy Crouse phoned me from their store in Spruce Grove, Alberta in April and apologized for the delay. He explained that they had a lot of work to do to get ready for the Atari computer show in Toronto and that they were just opening a new store in Edmonton. I mentioned that I was in a computer club and they consequently sent me 33 copies of their catalogue. Plus they sent my 5 bucks back! Get your copy of their catalogue at the May 25th general meeting. Also keep in mind that the club PD library has catalogues from Falcon Systems in New Westminster and Compu Ware in Winnipeg. If you need new hardware or software, it might pay to check their prices against the American companies that advertise in the magazines. I have dealt with Compu Ware in Winnipeg by ordering a scanner tray. It was used, but arrived promptly by courier in like-new condition.

## FOR HELP CALL:

| | | |
|---|---|---|
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| **8-Bit:** | John Picken | 598-2386 |
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| **Programming:** | Rowland Grant | See above. |
| | John Picken | See above. |
| **MIDI:** | John Towler | 382-5083 |
| **Hardware, Repairs & Sales:** | Steve Lemmen | 595-7811 |
| **Games:** | Ted Skrecky | See above. |

# PEEKing Around

*by Gordon F. Hooper*

... Welcome to new members PHILIP PARSONS and GEORGE DERESE ... Next time you see our Sysop, BOB NEX, ask him why he parks his $200 toy airplane up on a 100 foot fir tree. You might also ask why the Seattle Seahawks will once again end up under .500 for the year, as they do perpetually. He would get more satisfaction following a better football team in a superior league, the B.C. Lions. I won't even mention how his beloved NBA team, the Seattle Supersonics, bowed out in the first round, as usual ... TED SKRECKY has been contributing to the visual pollution on the Oak Bay border area by putting up posters advertising your favourite computer club on the new kiosks on Leighton Street I modestly decline to tell you who made the posters ... Don't forget GEORGE ROSE'S social SIG on Sunday, May 28th. If you haven't been to his house, phone George at 652-0857 for directions. Also don't forget the Internet SIG meeting at ARNOLD NAPP'S (477-3690) house on May 26th at 7:30 pm. Ted Skrecky will show us how to get around in the Internet via the Victoria Freenet. This, of course, is the fabled "Information Superhighway" and access is no charge through the Freenet through your modem. Should be interesting ... speaking of George Rose, he is looking for VIDI ST. If anyone has it for sale, phone George. He also mentions that he keeps his collection of club PD software up to date, so if it would be easier for you to get to Central Saanich than our general meetings, you can phone him and arrange a time to get the software you want ... I mentioned I sent for a catalogue from Computer Direct in Spruce Grove, Alberta. Not only did it finally arrive, but they sent 33 copies. It's a nicely done 23- page catalogue full of Atari hardware and software. Any member who wants a copy should show up at the May 25th meeting. Corresponding members will receive it with this newsletter. The club also has on disk catalogues from Falcon Systems in New Westminster and Compu Ware in Winnipeg ... Phone GORD at 475-0857 whenever you learn any dirty little secrets about fellow GCACE members ...

# Belly Up!

by *Douglas Skrecky*

It finally happened. The disk booted ok, but the mouse could no longer move the cursor. After all these years of faithful service my Atari 520STFM was finally defunct. Visions of 486 clones filled my mind. Then I thought that perhaps I should splurge for a POWER PC instead. First however the old ST needed a decent burial. Perhaps it could go into the garden, there beside the rows of peas and tomatoes my Atari could at last rest in peace. There would be a sign lamenting its passing "MY ATARI ST/RIP/1991-1995". Before the interment I decided that an autopsy should be performed to determine the cause of death. Off came the casing and there before me in all its splendour lay the motherboard. Except I could not see it. After taking off the casing I was greeted by the mother of all dust balls. It looked like the inside of a pillow. My Atari had died by ingesting too much of that fattening dust. If only I had vaccuumed more often perhaps none of this need have happen-ed. I brought out the old clunker and as a last rite sucked out all the pillow guts from the inside of the corpse of my ST.
There did not seem to be any burnt bits on the motherboard and the power supply looked OK. Curious I hooked up the ST again and found that although the mouse did not work that the cursor could be moved by using the keyboard for awhile, before it locked up. The mouse and joystick were both connected to a single i/o chip which in turn was connected to a larger chip which also controlled the keyboard. Perhaps all that is wrong is a bad i/o chip, I thought. I removed the mouse and joystick and was very surprised to watch my ST miraculously come back to life. It worked just fine! It's alive again! I reconnected the

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contribute to its profits. Atari shares are among these assets. Warner has had to announce its intentions to the Security Exchange Commission. So over the next few months or years, Warner will unload 15.6 million Atari Corp shares. The recent dip in Atari share prices was due to Time Warner's sale of 154 thousand shares, or about one percent of its Atari Corp holdings. This huge potential sale will depress Atari stock prices regardless of any Atari success in the market place.

While Atari is still listed on the stock exchange as a computer and video game manufacturer, the computer part of the business was very small this last year. Sam Tramiel did say that the Falcon computer would continue to be made in small quantities, however, he didn't say that Atari would do the manufacturing. Now we know that it won't. That's because C-Lab (Germany) has officially assumed supervision of Atari's former manufacturing contractors in Taiwan. C-Lab has licensed rights and access to all the original moulds and schematics for the Falcon. Moreover, all of the Falcon computers that Atari had on hand have now been shipped to distributors. Even Atari's computer parts inventory has been sold off to Best Electronics. Enquiries have confirmed that while Atari will honour its warranties on new equipment, it is otherwise entirely out of the computer business. Sound the last post (taps).

Sam Tramiel made the Jaguar price official in March when he announced that the new list price will be $159.99 US. This includes the Jaguar console and controller, but there is no pack-in game. It is rumoured that the new pricing came directly from Jack Tramiel itself. Apparently, after their exposure to the public at the Winter Consumer Electronics Show, Sam, Gary and Leonard were considering discount coupons to help move the Jaguar. In the discussions, Jack suggested a significant price decrease instead. Twelve years ago Jack did the same with the Commodore 64, and for awhile outsold all the competition. This is a bold move. If the volume of sales increases enough, game software revenue will cover the costs. Then Atari could even afford to sell the Jaguar at a loss. However, if sales remain slow, this price reduction could weaken Atari financially. It's probably not a big gamble. If Atari can't greatly increase Jaguar sales this year and next, then it should wind up the operation while there's still money in the bank.

Atari's news releases announced a publishing arrangement with Williams Entertainment for the game Mortal Kombat III, and with Acclaim Entertainment for three game titles, two of which are NBA Jam and Frank Thomas 'Big Hurt' Baseball. These games may be ready by the end of 1995 at the earliest. There is a list of at least 100 cartridge games and another 50 CD-ROM games that have been proposed for the Jaguar. Some of these are almost ready for production, others are being worked on, many more are being thought about and a few, no doubt, are being cancelled. Still, if only half of these titles reached the market within the next twelve months, they could create considerable sales momentum. To make sure, Atari has hired Dean Fox to do the marketing. Dean Fox comes to Atari from Sega. He was responsible for the campaign surrounding the release of the Sega 32X CD system. Naturally Dean will be running the JaguarCD campaign. It's rumoured that the warehouses that used to house the Falcon computers are now filled with JaguarCD units ready to go. All that is needed are CD games. The JaguarCD will come with two games. One will be Vid Grid, a music/puzzle game ported from another platform. The second game hasn't been announced, it may not be ready.

This pack-in CD game was supposed to be chosen at the ECTS show in London. But the show came and went without any announcement about the game, or about the release of the JaguarCD. A number of new games were on display. Some were not quite complete, and one or two might need to go back for improvements. There were nineteen new titles: Rayman, Power Drive Rally, Ultra Vortex, Hover Strike, Fight For Life, Konan, Creature Shock, Primal Rage, Soulstar, Defender, F1 Racer, Highlander, SuperKart, Blue Lightning, Varuna's Forces, Demolition Man, White Men Can't Jump, Pinball Fantasies, Super Burnout. Ten of these titles are on CD ROM. Opinions varied on the merits of these games. However, it was generally agreed that there are some winners in this list. Elsewhere, the JaguarCD was demonstrated at a presentation by Atari Europe's marketing director Jean Richen. A glossy brochure, illustrating 29 CD game titles due for release this year, was given out. This is an ambitious schedule. After all, fewer than 25 games in all have been released since the Jaguar was introduced in 1993.

After the post Christmas slump, a batch of cartridge games were released in March. The titles were Cannon Fodder, Syndicate, Theme Park, Double Dragon V, and Sensible Soccer. These games were all adapted to the Jaguar from other platforms. Generally the ratings for them are good to outstanding. Another game, Hover Strike was released in April for the Jaguar only. It is a hover craft tank

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moving over varying terrain. There is a two person option where one player is the driver and the other is the gunner. From all reports, this game may be a big seller. Pinball Fantasies is supposed to have gone into production.

There were rumours that the company, Beyond Games Inc, was out of money, and Atari had to take over the game Ultra Vortex that BG was doing for the Jaguar. It turns out that Beyond Games is doing fine, has more work than it can handle, and is completing Ultra Vortex, box art and all. Ultra Vortex should be in production in June. One game that will not be coming out on the Jaguar is Phear by the Canadian company H2O. Almost finished for the Jaguar, Phear was considered one of the best games at the winter CES. However, an undisclosed Japanese game maker is paying H2O a lot of money to do Phear exclusively for their platform. Good unique game ideas are scarce, and the video game industry is getting very competitive.

Atari has others working for it, particularly in Europe. Virtuality Group in Britain is developing a prototype head mounted display for the Jaguar. Now Virtuality will be developing two games to go with the system. Silmarils is making a couple of adventure games for the JaguarCD: Ishar Genesis and Deus. There aren't many (if any) adventure games for the Jaguar so far. So Atari is also developing one titled Chaos Agenda (for CD).And of course, Rebellion Software is working on one called Legions of the Undead. Another title on CD called Commando is a first person shooter like Alien vs Predator with very impressive graphics. With all this activity there should be many CD games later this year. But now, it's rumoured that there are fewer than six CD games ready to go. Six seems to be the minimum required to launch the JaguarCD. Meanwhile Jaguar dealers are reporting that the good games are selling out, leaving the chaff. At the new price, Jaguar sales have been reported to have doubled and tripled. Many dealers are out of stock.

The Catbox interface for the Jaguar is shipping. This interface will allow the Jaguar to be attached to various monitors, modems and such. It will enable ST users to use the Jaguar with their colour monitors. The output of the Jaguar is quite different to the ST, and some monitors give a very dark display. Fortunately the monitors can be adjusted fairly simply. Instructions have been posted on the net. Black Cat Design (ICD) have made a limited run of 800 in metal cases. The case fabrication took longer than expected, and shipments were delayed by almost a month. ICD is only handling direct orders at present. Another batch, possibly with black plastic cases may be released for retail in the shops at the end of the summer. Another third party add-on is Lap Cat. This is a six button joystick with a keypad built in. The thumb button direction controller for the Jaguar and most other game consoles is not the best for extended video game playing. The Lap Cat replacement for the Jaguar joypad is available now for $90 (US).

ST Review was bought out and incorporated into ST Format, making STF the sole surviving ST-only magazine on news stands in Britain. Looking at a recent issue, ST Format is not all that bad, but its articles remain short and superficial. In effect the only thing that ST Format incorporated was the ST Review logo on the cover. Now ST Format has lost its monopoly. ST Review editor, Vic Lennard was not kept on by the new publisher. So Vic got together with some of the senior contributors of ST Review and set up a new magazine which they called ST World. It has the following staff: Editor, Vic Lennard, Sub Editor, Andrew Wright and Technical Editor, Ofir Gal. There were rumours that Vic Lennard had become the editor of a Macintosh magazine and that ST World wouldn't see the light of day. This turned out to be partly true. Vic edits a Macintosh magazine, and has launched a second Mac mag as well as ST World. However, Vic Lennard has all the contacts for publishing, distributing, advertising and sales, so it's possible for him to pull this off. Atari World was released on the news stands in Britain on April 7th. It consisted of the main magazine and two supplements, totalling 170 pages. The price was 2.50 pounds (about $6.00 CDN). There will be no cover disks, but Atari World will sell a 'Reader Disk' relating to each issue. Subscriptions will be offered starting with the second issue. It's rumoured that the first issue has already been sold out. The supplements (15 pages each), are called Atari Pro and ST Source. Of course I haven't seen a copy of ST World. However, I understand that the layout is similar to ST Review and all the old contributors are represented. There is lots of advertising throughout. With a good cash flow from advertising, Atari World should be around for awhile. An admirable effort!

Another admirable effort was ACE '95, the Atari Canadian Exhibition hosted by the Toronto Atari Federation. This was held on April 1st and 2nd in the North York Civic Centre in Toronto. There were at least 27 major exhibitors, and many others including user groups. From all accounts, ACE '95 was a great success. An estimated fifteen hundred persons attended. With the declining market for Atari software and hardware, there are only a

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few producers and vendors left. These shows provide an opportunity for vendors to display their latest products, and for the user to buy them. Frequently prices were reduced for the show and many bargains were to be had. Most of those attending were seen buying something. Such notables as Toad Computers, Best Electronics, Gribnif Software, DMC Publishing and ICD were present. Also there was an opportunity to actually talk to the developers of much of the current Atari software and hardware. The chief organiser, Howard Carson, and members of TAF are to be congratulated. Another Atari exhibition, SAC Expo'95, took place in Sacramento on April 22nd. Some of the major exhibitors at ACE were also booked for SAC. It's a very busy month for them.

Of course Atari will no longer turn up at the big Cebit show that is held annually in Germany. However some Atari computer related products were displayed there. I understand that the show was the debut of the latest upgrade of MagiC! the TOS replacement and screen accelerator NVDI. Also C-LAB Digital Media displayed its Falcon MKII. While it looks like a standard Falcon in the regular case, the 80 MB internal IDE drive has been replaced with a 500MB SCSI. The timing circuitry and the stereo input/output circuitry has been much improved. C-LAB's popular Notator software and its well-known hardware peripherals ran well on the ST but would not run on a standard Falcon. C-LAB has found a software fix for these problems so that the Falcon MKII can handle the older software. The MKII is being marketed as part of a small turnkey system for individual musicians or small studios. Another market is the many Notator/Creator software users who would like to upgrade to a more powerful system. The price of the MKII in Germany is probably competitive but it translates to over $3000 over here. The next version of the Falcon will probably be rack mounted with many new features for audio work.

Soundpool, manufacturers of Steinberg's Falcon Digital Interface (FDI) also have plans to release a Falcon-In-A-Rack. This will come with a built-in FDI, along with 4 independent MIDI Outs. Soundpool was also demonstrating some new software to go with this system, including a master list system and a recorder/editor. Another company called Friendship offers three hardware peripherals for the Falcon. These are all related to music production and provides some of the features of the Soundpool and C-LAB units. The Eagle, a TT compatible computer, may have been at the CeBit show. Anyway an advertising folder has been seen. The Eagle is a TOS based computer that can be easily expanded and upgraded to use the latest hardware. To that end the Eagle has a bus that is 32-bits wide so that it can make use of all 680X0 or PowerPC chips. It has standard SCSI, serial, parallel, LAN, MIDI and other port outputs. It is not clear as to whether it is sold as a complete computer or a mother board to which you must add your own parts. TOS computing seems to be alive and reasonably well in Germany. For that matter, there are lots of TOS computers still available over here. New STacy laptops and TT computers may still be had from most of the larger dealers as well as Falcons. There are rumours that some of this stock may be reduced in price in the near future.

Software is still coming out for the ST/Falcon system. Much of this is in the form of upgrades though. An upgrade of the terminal program, Flash II version 2.22, has been debugged, and enhanced to state of the art specifications. It runs on all TOS computers including the Falcon. Geneva is undergoing significant improvements. A new version of Sozobon C, Called SozobonX has come from Germany. There's some new software too. Merlin in England has released a game called Substation for the STe and Falcon computers. Substation is a first person Doom type game with sophisticated 3D graphics and directional stereo sound. Control is through the keyboard or a Jaguar PowerPad. Up to four players can be linked through the MIDI ports. The price to North America will be around 30 pounds sterling, post paid. Another new item is Zero-X, digital sound processing software. It runs on all Atari computers and is a collection of tools for anyone who uses a sound sampler or sample player. Zero-X looks like the kind of software sound professionals would create for their own use. It is distributed by Wizztronics. A new game for the Falcon is TETRHEX, a Tetris type game played on a hexagonal board. It is possible to alter the rules of the game. TETRHEX is shareware by Vincent Lefevre.

While many ST users have gone to other computers, they soon find reason to appreciate what they have given up. In fact, many users keep their ST's since there is not much resale value in them. Many have bought Macintosh computers, so many, that one of the most active of the Mac discussion areas on the Net involves ST users. It is titled "Atari Refugees". Those ST users who have purchased the latest PC computers can play DOOM. I understand that one can run software patches to add new levels to this popular game. One

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patch, that was seen at ACE'95 in Toronto, has your soldier stomping through the corridors of Atari headquarters, blasting away all the horrible monsters as they emerge from their offices. "Abandon our computers will you...blam, blam, boom!"

PC computers are becoming the main game platform in spite of the higher cost of the hardware. Microsoft has recognised this and is promising a new technology for its Windows '95 system that will allow the creation of games on a par with the latest consoles. This new technology (a plug-in board) will speed up image motion, create 3-D effects and add pre-recorded sounds to games. Microsoft will also provide software to help game designers use its game technology. There are so many new games systems that the market cannot support them all. There is bound to be a shake out sometime. Many of the games on any system are port overs from another, so its not easy to choose. It has been suggested that the surviving game systems may be the ones that have the most good, unique games. There will be (is) cut-throat competition for the best games, witness Atari's loss of the Phear game. An article in Video Business entitled "Handicapping the race for game supremacy" gave the following odds: Sony PSX 2 to 1 for, Sega Saturn 2 to 1 against, Ultra 64 (not out), 3DO 10 to 1 against, Jaguar a million to 1 against. The odds against the Jaguar are an exaggeration of course. The journalist reveals some lack of understanding of the situation, and a disdain for Atari. There's an old saying that goes: "everyone overestimates Russia, and everyone underestimates Russia". The same can be said of Atari.

# GCACE Meetings

## by Rowland Grant

The March general meeting featured a demonstration of Calamus SL by Gordon Hooper. Calamus SL is perhaps the most powerful desktop publishing software available for any computer. Gordon showed how he puts together a page of our newsletter using Calamus on his Mega STe. When the screen version is satisfactory Gordon prints it out on his HP inkjet. Gordon also demonstrated a scanner and showed how a scanned image could be incorporated with the text. Calamus SL comes as a basic system with add-on modules. The modules make it possible to customise a desktop publishing system suitable for a particular task. No need for special colour or imaging features if you are not planning to use them. As it is, Calamus has a huge number of features, all called by endless (it seems) drop-down screens of icons. One can get the commonly used Post Script fonts on a module. But Calamus uses its own fonts. This is because Post Script fonts do not always print out on paper the way they appear on the screen, whereas Calamus fonts do. Calamus is moving over to the Windows NT market, but Calamus files from a ST can be used by the PC software. I understand that the list price of Calamus SL was recently reduced below $300, less than half the original list price.

At the April General meeting, John Towler demonstrated his new systems software, Neodesk 4 and Geneva, both by Gribnif Software. John went over all of the essential features of Neodesk, old and new. One of the more interesting enhancements to previous versions is that a directory screen has a selection of drop down menus of its own. Also these do not appear unless you click on them, something like the Macintosh. I have a copy of Neodesk 1.0 purchased in 1988. Even then, Neodesk was able to display programs icons directly on the desk top, and run them. However, by comparison to its early predecessor, Neodesk version 4 is essentially new software. Geneva replaces some of the TOS/GEM code in the operating system to enable cooperative multi-tasking. There is a menu that provides choices on what Geneva will do and how it will do it. Geneva will work with any desk top replacement and on any ST/TT/ Falcon, but it does work well with Neodesk. At our request, John demonstrated his latest ST hardware. There was a standard SCSI hard drive and a removable Syquest drive in the same case. Attached to this was a separate CD ROM drive. These all ran together smoothly, the CD ROM supplied huge numbers of files. The

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# ST PD Catalogue Update

**by Ted Skrecky**

The following is a complete list of the new disks now available from the Garden City ACE Atari ST Public Domain & Shareware Software Library. If you are interested in any of these disks, bring blank disks to any general meeting on the fourth Thursday of the month. Corresponding members please send $2 for each disk wanted.

AFMPFB.LZH 93K #154-3 Post Script fonts: Award Bold, Award Light Italic & Optical Bold.
AFMPEB2.LZH 67K #154-2 Post Script fonts: Award Demi Bold & Optical Bold.

AFMPFB3.LZH 90K #154-3 Post Script fonts: Award Light, Demi-Bold Italic & Optical.

CFN.LZH 83K #154-3 Calamus fonts: Award Bold, Award Light & Optical Bold.

CFN2.LZH 54K #154-2 Calamus fonts: Award Demi Bold & Optical Bold.
CFN3.LZH 78K #154-3 Calamus fonts: Award Light, Demi-Bold Italic & Optical Heavy.

COMBAT.LZH 98K #154 Combat. An Operation Wolf clone. Lots of stuff to shoot at! Note: Place files in the main directory.
HERMAN.LZH 93K #154-An absolutely fantastic Boulderdash clone. Shareware. Eat lots of food & blow things up. You can detonate a bomb by dropping a rock on it. Note: Do not place files in a folder.
HORACE.LZH 33K-#154Helpful Horace. Will print any text file in multiple columns.
ROME.LZH 82K #154-Various Degas pics of maps of the Roman Empire.
AUTORAIS.LZH 2K #155-Accessory. Ensures that the window over which the mouse button is currently pointing on is always the current window by simulating a mouse click every now & again. CALFONT1.LZH 76K #155-2 Calamus fonts: Horror (Postcrypt) & Mistral.
DOUBLE.LZH 2K #155-Increase the resolution of your medium & high rez screens. For STe only machines.
FLOWER.LZH 185K #155-Collection of pictures of flowers & gives a bit of info on each flower.
FPRINT.LZH 2K #155-A simple patch to the Trap 13 Vector that drives most printers up to four times faster. Works particularly well on Laserjets & Deskjets.
JCCAL04G.LZH 178K #155-JC Calendar Version 0.4G. Print calendar pages to HP DJ500 printers, 24pin printers & 9pin printers.Mono only.
MARCEL-A.LZH 176K #155-American dictionary for Marcel 2.3.4 word processor. Place in the same directory as Marcel.
MRCEL234.LZH 135K #155-Marcel word processor. Version 2.3.4. Shareware.
JCVIEW23.LZH 215K #156-JC View Version 2.3. A clip art viewer & clip manipulation program. Mono only. Various fonts included.
MUSICINV.LZH 16K #156-Music inventory program.
NEO4DEM2.LZH 282K #156-Demo version of NeoDesk 4. Complete replacement for the built-in desktop. Run JAR10.PRG then run NEOLOAD.PRG.
N-STAR.LZH 149K #156-Northern & Equatorial Star Atlas. Gives info on various constellations. Learn stuff such as in 1572 there was a supernova in the constellation of Cassiopeia. Clicking on each star in a constellation will give you even more info.
V-DEATH.LZH 97K #156-If you play this game, you are going to suffer a violent death! Scrolling shoot-em-up game. 1 or 2 players. NOTE: Do not place files in a folder.
OXYD-COL.PRG 532K #157-Fun & interesting puzzle game. Shareware. 1 meg only. Pay shareware fee to play all levels.
ST-GLOBE.LZH 247K #157-ST Globe Version 7.06. Shareware. Maps/Info/ Geography questions. 1 meg & 1/2 meg versions included. Low rez.
EDITH1-0.LZH 73K #158-Edith Version 1.0. Shareware text editor. The commercial version is called Edith Professional.
ESSCD62.LZH 93K #158-ESS-Code Version 6.2. UUEncodes & UUDecodes files. Also now supports MIME. Very useful for people with only e-mail access to the Internet.
GIP.LZH 428K #158-The Greyscale Image Processor. Shareware. Mono Only. Allows you to clean up or enhance greyscale images. Useful for DTP users.
HICKORY.LZH 27K #158-Accessory. Analogue clock display & alarm.
JETPAC.LZH 133K #158-Build your spaceship, kill aliens, fuel your spaceship & take off. 1 meg only.
RAT-TRAP.LZH 3K #158-Prevents your mouse from accidentally selecting menu items from the top of the Desktop. Accessory.
SUMARIA.LZH 27K #158-Control the economy of a small kingdom. Buy land, grow crops & keep your people happy.
BJ300.LZH 14K #159-Utility for increasing printing speeds on the BJ300 printer.
DM2WORKS.LZH 14K #159-Converts Data Manager files to AtariWorks format.
DSKTRACK.LZH 120K #159-Desk Tracker. A very good .MOD file player.
FREDWEST.LZH 1K #159-Utility for increasing printing speeds.
MULTICAD.LZH 252K #159 MultiCAD. Demo version 1.10. 5K limit on drawing.

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PERFSKIP.LZH 1K #159-Enables & disables perforation skip on the Deskjet. Accessory.

PGDEMO.LZH 140K #159-Demo of the Power and the Gory. New commerical wargame. Medium Rez. NOTE: Do not place files in a folder.

PLAXATAX.LZH 59K #159-Defend your teeth from Cavity Monsters! QUIZ.LZH 78K #159-Quiz Construction Set. Has a default set of trivia questions. SLUG.LZH 101K #159-Multi level platform game.

AIRCRAFT.LZH 229K #160-Gives info & pictures of various military aircraft & then quizes you about them. Medium Rez. AT-CDROM.LZH 11K #160-CDROM FAQ (Frequently Asked Questions). AT-COMM.LZH 4K #160-Atari Community E-Mail address book. List of Atari User Groups & significant members of the Atari community that can be contacted via the Internet. ELITE-2.LZH 67K #160-Tips for Elite 2 game for the Atari ST. GFA4PD-E.LZH 76K #160-GFA Basic 4.0 editor. Public Domain. Looks good. GRAFIEK.LZH 81K #160-Grafiek Version 2.0. Import data from spread sheets and create 1 of 7 types of graphs. Mono Only. Shareware. MUSICALC.LZH 7K #160-Musical Calculator. Calculates the delay times to match any given tempo. SMF-PLAY.LZH 36K #160-Plays MIDI files using the Midi port. START-IT.LZH 122K #160-Boot manager program. Allows you to easily activate & deactivate AUTO folder programs & accessories. Very useful for hard drive owners. Uses David Becker's ZeST interface. Very impressive. VERIFY.LZH 2K #160-Double the speed of writing to disk by turning off write verify.

WAR.LZH 142K #160-War Game Construction Set clone. 1 meg. Shareware. 2 player game. Looks very good. Various scenarios: Bannackburn, Barnet, Borodino, Desert (1941), Fantasy, Kamenewo (1941) and Space.

MIDIBATTLE 1 DSK #161-Midi Battle. Tank maze game. Single player game or 2 player game via midi.

CLIPART9.LZH 446K #162-46 clipart files.

MIDI-WIZ.LZH 326K #162-Midi Wiz multi player midi networkable game. Similar to Kingdom or Civilization. Has a solo mode!

OMEN 2DSK #163-Version 3.03 Demo of OMEn (Open Multitasking Environment. 2 Disks. On second disk is the OMEn Software Development Kit.

STRATEGEM 2DSK #164-Stratagem. 2 Disks. 2 player wargame. A bit like Empire. Will not work properly on all 1 meg ST machines. 2 megs of RAM recommended.

BUTTNFIX 4K #165-Button fixer Accessory for TOS 1.4 & up. CACHENNN 8K #165-Add cache buffers to Rainbow TOS. Improves hard disk speed.

CLIPBORD 48K #165-Atari Clipboard CPX. DIRSORT 22K #165-Directory resorter.

DOCS 22K #165-Text files on Rainbow TOS, Atari Rainbow TOS Addendum, TOS Error Numbers & TOS Revision Guide.

FALCON 129K #165-Various TOS patches & CPXs for the Atari Falcon. FATSPEED 13K #165-Speeds up search for free clusters in file write operations. FOLDRXXX 1K #165-Fixes 40 folder bug.

JARXXX 18K #165-Cookie Jar Manager for TOS 1.0 to 1.4. LGSEL18D 96K #165-Little Green Selector Version 1.8D. Replacement for the GEM item selector.

MACCEL3 18K #165-Mouse accelerator & screen saver from Atari Corp.

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GCACE Meetings
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Software and hardware that John demonstrated, is a convincing argument that the ST is far frrom obsolete (John has a venerable Mega2). It was a very impressive demonstration.

In April, Craig Carmichael was hoping to show us the latest developments in his OMEn operating system. He had a colourful demo running, but we didn't have enough time before the end of the meeting. The one disadvantage of using the public library meeting room is that we have to be out by nine. Craig had a display at the ACE'95 show in Toronto. He says that he spent most of the time at his booth, and didn't see much of the show. Along with favourable comments on the Net, one person is considering writing program applications for it.

Over the last few months we have received a number of excellent newsletters from Atari user groups in Canada. Closer to home we have received a couple of newsletters from the Mid Island ST User Group, (miST). From Vancouver we receive Pacific Atari News from Vantari. Then there is the Atari ST User Group of Winnipeg (ASTUG) with a sizeable newsletter. Further east is the Hamilton Burlington Oakville Atari User Group (HBOAUG). HBOAUG's Gazette has lots of 8-bit articles in it. And finally there is the Toronto Atari Federation which publishes the Phoenix newsletter. For the most part, these newsletters publish original material only, and all are a good read. Get them in the Club periodical library. I should mention that Howard Carson, who writes "The Big City Byte" column in Current Notes, also writes a similar column in the Phoenix. The "Big City", therefore, is Toronto. I should have known.

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PINHEAD 25K #165 - Improves file loading speeds.

POOLFIX4 9K #165-Fixes TOS 1.4 OS Pool problem.

SAFEMENU 6K #165-Allows you to change the behaviour of command menus in GEM.

SERFX20 24K #165-Serial Patch fix for Atari ST & Mega ST computers. Allows you to run high speed modems without data loss.

SERPTCH2 6K #165-Serial Patch fix for Atari Mega STE & TT computers. Allows you to run high speed modems without data loss.

STARTGEM 11K #165-Auto load any program at bootup on TOS 1.0 & 1.2 machines. STE–FIX 2K #165-Fixes medium resolution boot-up problem for Atari STE computers. TOS14FX2 3K #165-Fixes high speed modem & serial printer problems for TOS 1.4 machines.

XCONTROL 159K #165-Atari Control Panel. Accessory.

CONTENTS 4K #165-Info file about this disk of TOS patches put together by John Towler.

READ–ME 20K #165-Article on the Mysteries of the ST's AUTO folder by John Towler.

# *You Know It's Going To Be A Bad Day When:*

* You wake up face down on the pavement.
* You call Suicide Prevention and they put you on hold.
* You put your bra on backwards and it fits better.
* You see a "60 Minutes" news team waiting in your office.
* You wake up to discover that your waterbed broke and then realize you don't have a waterbed.
* Your birthday cake collapses from the weight of the candles.
* Your horn goes off accidentally and remains stuck as you follow a group of Hell's Angels on a deserted country road.
* You want to put on the clothes you wore home from last night's party -and there aren't any.
* You turn on the news and they are showing emergency routes out of the city.
* Your wife wakes up feeling amorous and you have a headache.

*Belly Up!*

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mouse and it still ran OK. Next the joystick was reconnected and the keyboard again locked up. Did I have a broken joystick? I noticed that my Quickshot II joystick had it's autofire button engaged. I switched this off and the computer decided to start working again. I have had no problems with my ST ever since. Moral: If your ST starts behaving funny always check the autofire button on your joystick.